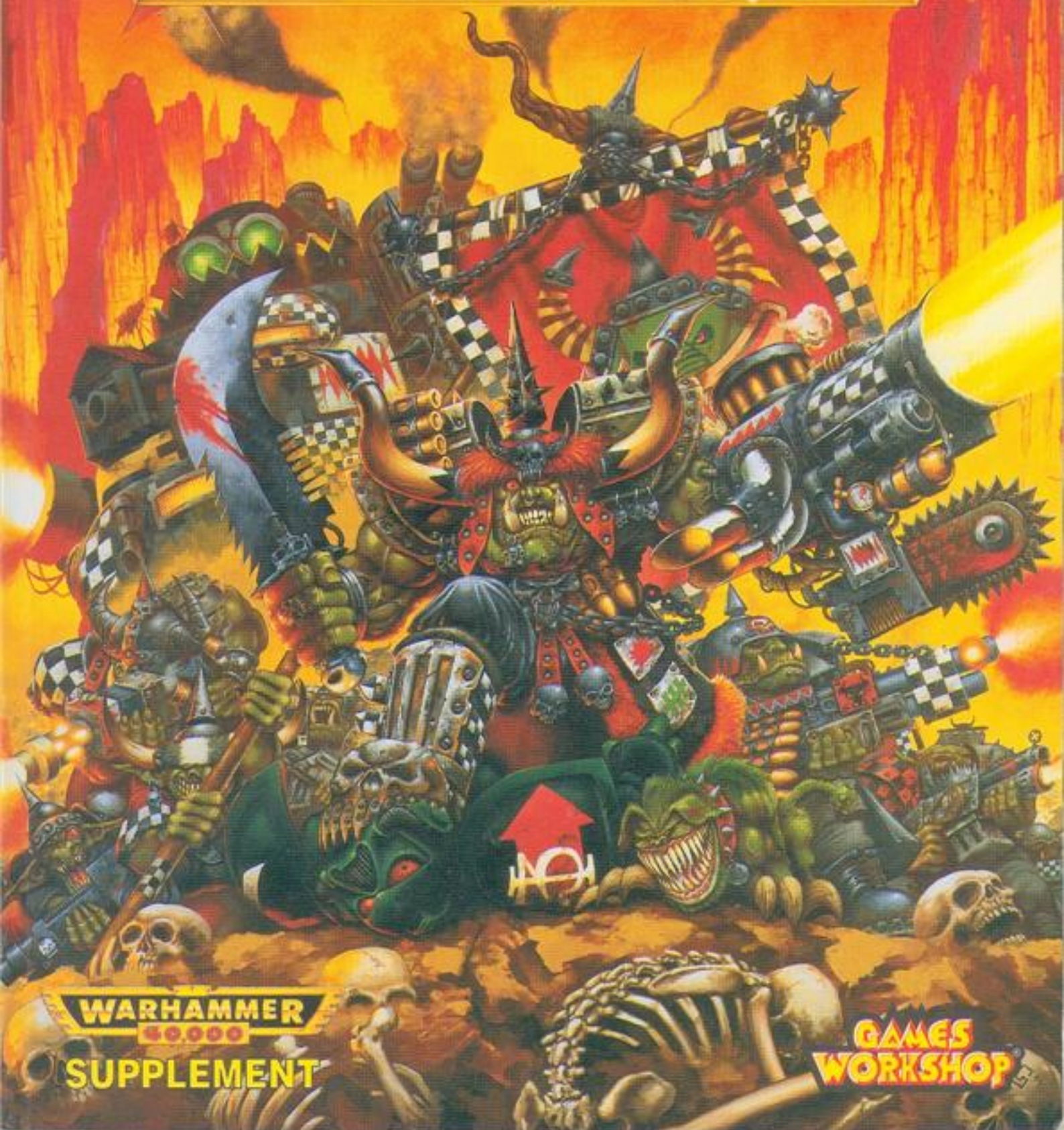


CODEX

ORKS™



WARHAMMER

40,000

SUPPLEMENT

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BLOOD ANGELS DEATH COMPANY SPACE MARINES ARE CHARGED BY SNAKEBITES



AN ELDAR FORCE ATTACKS THE ORKS

WARHAMMER

40,000

®

THE ORKS™

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BLOOD AXES



The Blood Axes have had the closest contact with the Imperium of all the Ork clans, and have even gone so far as to use camouflaged combat gear.

All of the Boyz in a mob will use the same camouflage pattern, although patterns do vary from mob to mob. Each Ork also wears a distinctive backplate bearing the mob badge.



KOMMANDO KAPTIN



KOMMANDO



These pictures show in detail a few of the many different camouflage patterns used by the Blood Axes. These patterns can be reversed in almost any combination of colours.

BLOOD AXE KOMMANDOS



Blood Axe Kommandos are carefully selected for their ferocity, intelligence and initiative. They perform daring raids behind enemy lines, ambushing enemy troops and destroying supply dumps.

STORMBOYZ



DRILLBOSS

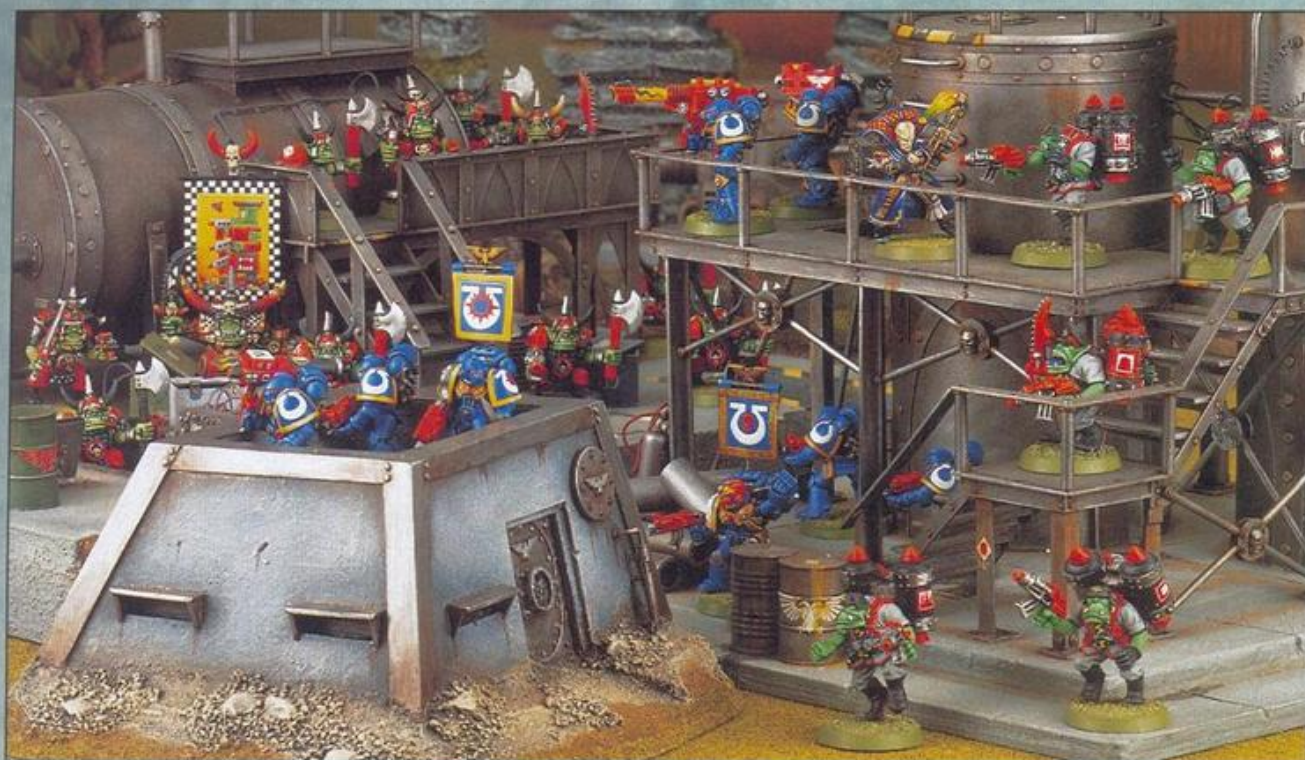


Before finding their place in Ork society all young Orks leave their households and join Stormboyz camps.

While human youngsters are often wild and anarchic, Stormboyz are exactly the opposite: they are smart and well-disciplined! Other Orks find the constant parading and boot-polishing odd and quite funny, but Stormboyz take it all very seriously.



STORMBOY



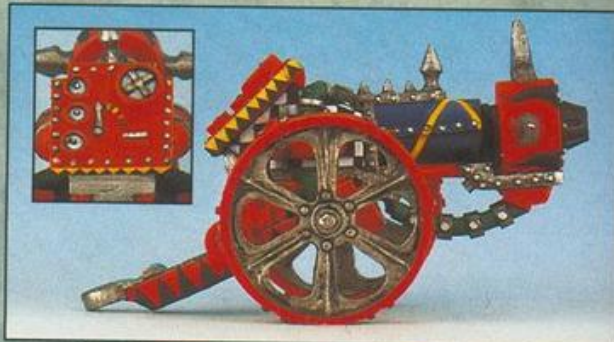
STORMBOYZ OUTFLANK THIS ULTRAMARINES DEFENDED BUNKER

EVIL SUNZ



TRAKTOR KANNON AND GRETCHIN CREW

The Evil Sunz are obsessed with all things mechanical. The clan has the most Mekboyz and more than its share of Mekboy-built war machines.



EVIL SUNZ MEKBOY WITH RUNT ASSISTANTS



WARTRAK SCORCHER



Evil Sunz paint all their vehicles red. They firmly believe in the old Ork adage that "red wunz go fasta".



EVIL SUNZ



MEKBOY WITH SHOKK ATTACK GUN AND SNOTLING "AMMO"



SHOKK ATTACK GUN DETAIL

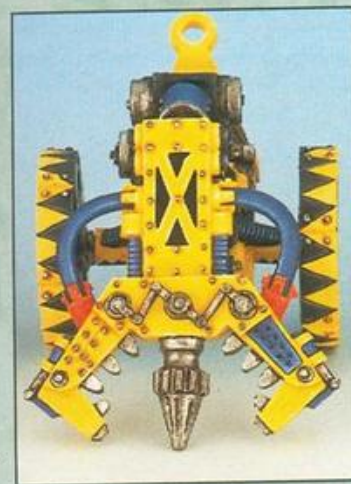


MEKBOY'S BACKPLATE

BAD MOON



The Bad Moons are the richest clan and can afford the best and newest wargear of all the Orks. Each mob wears a distinctive uniform derived from the traditional Bad Moon motif of a leering moon set in the night sky.



SMASHA GUN DETAIL



SMASHA GUN AND GRETCHIN CREW

GOFFS



The Goffs have a no-nonsense approach to battle which is reflected in the uncompromising style of their gear. Combinations of red and black are used to distinguish Goff mobz from each other.



FREEBOOTERS



The Ork Freebooters exist on the edge of Ork kultur. They are small bands of pirates, bandits and mercenaries belonging to no warband or clan. Naturally they are eager for adventure, combat and booty, and are quite happy to tag along with any Ork warbands. Freebooters can be readily identified by their 'Jolly Ork' badge which means: Death to all, give no quarter!



JOLLY ORK
BACKPLATE

GOFF ORKS



GOFF NOBZ



GOFF SKARBOYZ



GOFF ORKS READY THEMSELVES FOR BATTLE.

GRETCHIN

Large numbers of Gretchin mobs swarm over the battlefield as they follow their Ork masters to war. Armed with crude but deadly weapons such as autoguns and autopistols, mobs of Gretchin can overwhelm even the most stalwart of opponents.



A GRETCHIN MOB WITH AUTOGUNS



A GRETCHIN MOB WITH AUTOPISTOLS AND KNIVES



♠ ORK DREADNOUGHT ♠

Every Ork or Gretchin wants to be big, strong, tough, and shoot large guns. Despite the initial discomfort of having a 'seein' to' by a Painboy, getting wired into a Dreadnought is just about one of the best things that can happen to an Ork. These clanking, great war machines represent the peak of Orky wargear technology. A bizarre mixture of Mekboy engineering and Painboy bionics, the Dreadnought is also a focus for clan markings and icons. In fact da boyz can't resist daubing glyphs and slogans all over the Dreadnought's armour. These monstrous machines charge into battle displaying huge back banners which show the Ork's mob badge as well as yet more Orky glyphs.



DETAIL OF THE ORK



BANNER



AN ORK DREADNOUGHT OF THE GOFF CLAN



SNAKEBITES



SNAKEBITE MOB



SNAKEBITE NOB



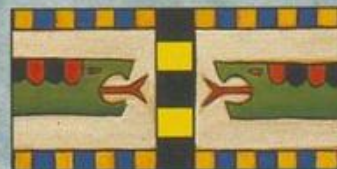
SNAKEBITE RUNTHERD



SNAKEBITE NOB



Snakebite back-banners depict a beast totem, usually something ferocious such as a snake or boar. All the Orks in a mob have the same totem but each of their banners displays it in a different way. This means that every Snakebite has a unique banner.



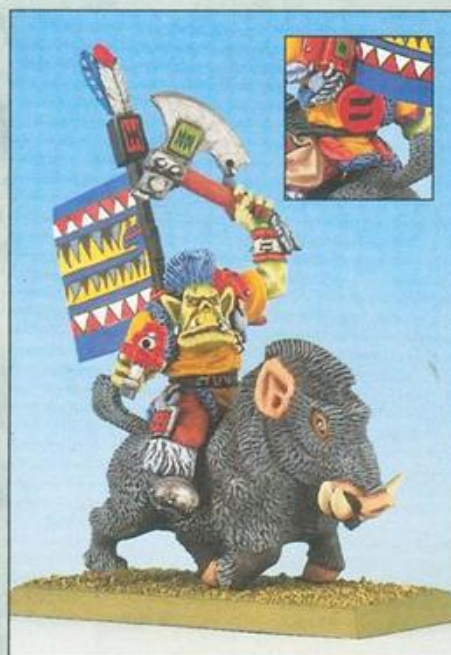
Snakebites



Snakebite Nob on Cyboar



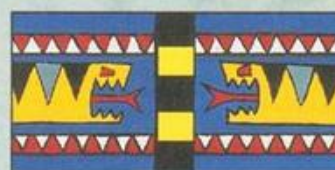
Snakebite Boarboy



Snakebite Boarboy



Nobz Banners



Examples of Boyz Banners

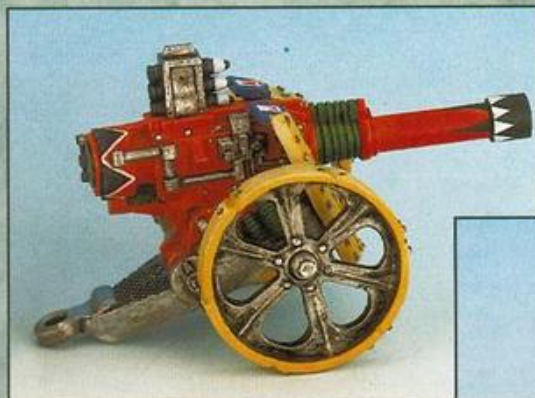


Snakebite Boarboy



Snakebite Nob on Cyboar

Snakebites

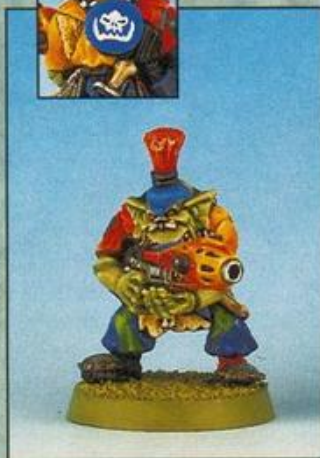
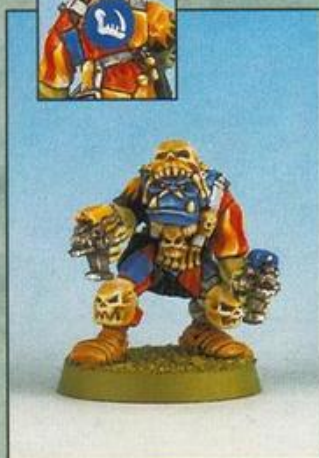


The Snakebite Runtherds train-up Gretchin to operate the devastating Splatta Kannon, sometimes trading their best Gretchin for new and deadly machines from the Mekboyz. Orks are far too impatient to operate field artillery themselves, and are keen to be on the front-line where the real action is rather than skulking at the back with the runtz.



SPLATTA KANNON AND GRETCHIN CREW

Deathskulls



The Deathskull clan are experts at patching together bits of battlefield loot to create something usable. The mobs are a motley sight with the Boyz dressed in all manner of looted clobber. Each mob has two distinctive characteristics: one is the backplate motif rendered white on blue and the other is the blue face-paint design.



DEATHSKULLS ORK BOYZ



DEATHSKULLS PAINBOY AND GRETCHIN ASSISTANTS



WARGEAR CARD

GHAZGHKULL'S ADAMANTIUM SKULL 15 Points

Ghazghkull's adamantium skull adds +1 to Ghazghkull's Toughness, and also allows him to deliver a truly awesome head butt! He may headbutt an opponent in close combat instead of making a normal attack. If he does this and wins the combat, then he only scores 1 hit, no matter what the margin he beat his opponent's score by. However, the hit has a Strength of 10 and a -4 saving throw modifier, and causes 1D3 wounds.

GHAZGHKULL ONLY



WARGEAR CARD

RUNTHERD'S GRABBA-STICK 20 Points

The Grabba-stick can be used at the start of any hand-to-hand combat phase to attack one enemy model in base-to-base contact with the Runtherd. This attack is made before normal hand-to-hand attacks are resolved and will hit on a roll of 4 or more on a D6. If the attack hits then the claws of the Grabba-stick spring shut and deliver an electric shock. In battle the Grabba-stick is always used at its most powerful setting which delivers a Strength 8 hit with no saving throw for armour allowed. The victim is stunned even if they survive the shock, so their Weapon Skill is reduced to 0 in the ensuing round of combat.

RUNTHERDZ ONLY



WARGEAR CARD

KUSTOM SHOOTA 20 Points

An impressive-looking kustom shoota is an Ork Mekboy's pride and joy. It fires long, ragged bursts of shots with a hugely variable effect. The kustom shoota has sustained fire, rolling 2 dice. It also has a variable Strength which is rolled on the artillery dice each time it is fired, giving it a Strength of between 2 and 10. If a misfire is rolled on the artillery dice the kustom shoota has exploded! The shoota is destroyed and the Ork carrying it suffers an S4 hit.

RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
SHORT	LONG	SHORT	LONG					
0-12	12-32	+1	-1	Art. dice	1	-2	Various	Sustained fire - 2 dice

ORKS ONLY



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SHORT	LONG	SHORT	LONG					
0-12	12-32	+1	-1	Art. dice	1	-2	Various	Sustained fire - 2 dice

ORKS ONLY



WARGEAR CARD

CYBORK BODY

35 Points

Orks who suffer really terrible injuries can have their bodies replaced with cybork parts. This restores the Ork to fighting fitness and increases his Strength and wounds by +2 points. In addition, if the Ork is hit by an attack then he is treated in the same way as a vehicle or Dreadnought with an armour value of 15. Roll for the armour penetration of the attack as normal. If the attack equals the armour value, then the Ork is knocked over and may not move or fire in his next turn while he stands up. If the attack beats the Ork's armour value, then he is knocked over as above and suffers 1 wound for each point the attack beat the armour value by (eg, if the attack scored 17 for its armour penetration then the Ork would be knocked over and suffer 2 wounds).

ORKS ONLY



WARGEAR CARD

BUZZER SQUIG STIKKBOMBZ

5 Points

Buzzer Squig stikkbombz are made out of clay and hold a whole swarm of ferocious Buzzer squigs. When the stikkbomb is thrown the clay pot breaks and the Buzzer squigs come flying out to attack anything nearby. The Buzzer squig stikkbomb is thrown in exactly the same way as a grenade. Place a Buzzer Squig template wherever the stikkbomb lands. Work out the effect of the Buzzer squigs as if a Squig katapult attack had landed at the same spot (see the Ork Codex).

ORKS ONLY

ONE USE ONLY. DISCARDED AFTER USE



WARGEAR CARD

VAXXINE SQUIG

50 Points

The Vaxxine squig is a special type of Syringe squig that injects a powerful drug. Before the battle starts ALL of the members of the warband (ie the whole army) are given a shot from the Vaxxine squig. The drug makes any Ork injected with it immune to the effects of any viruses, so virus grenades and the Virus Outbreak strategy card will not have any effect on any of the models in the warband.

PAINBOYZ ONLY



WARGEAR CARD

SNIFFER SQUIG

20 Points

Any troops in the opposing army that are allowed to set up using the Infiltration rules may not set up within 24" of any Sniffer squigs. In addition, Sniffer squigs have such a sensitive sense of smell that they can pick out even the most cleverly disguised spy. Therefore an Imperial Assassin with Cameleoline may not reveal himself to be a disguised Ork model within 18" of any Sniffer squigs.

ORKS ONLY



WARGEAR CARD

DOC'S TOOLS

8 Points

Ork Painboyz often carry a huge array 'tools of the trade'. Although these are primarily meant for use on injured Orks, the Painboy is not above using them as offensive weapons in hand-to-hand combat. A Painboy with a set of tools always counts as having two hand-to-hand combat weapons, and so always rolls an extra dice in hand-to-hand combat. If the Painboy wins a round of combat and inflicts at least 1 wound then the opponent is assumed to have been injected with a Syringe squig. This knocks the victim out and they are removed as a casualty even if they have any wounds remaining.

PAINBOYZ ONLY



WARGEAR CARD

KUSTOM BLASTA

30 Points

A kustom blasta is a big rocket launcher or grenade lobber fitted with an Ork Mekboy's speshul kustom warheads. The kustom blasta has an unpredictable blast marker with a D3" radius - roll for the size of the blast marker each time the weapon is fired. It also has a variable Strength which is rolled on the artillery dice each time it is fired, giving it a Strength of between 2 and 10. If a misfire is rolled on the artillery dice the kustom blasta has exploded! The blasta is destroyed and the Ork carrying it suffers an S4 hit.

RANGE		TO HIT		STR.	DAM.	SAVE	ARMOUR	SPECIAL	
SHORT	LONG	SHORT	LONG			MOD.	PENE.		
0-16	16-36	-	-1	Art. dice	1	-1	Various.	D3" blast	

ORKS ONLY



WARGEAR CARD

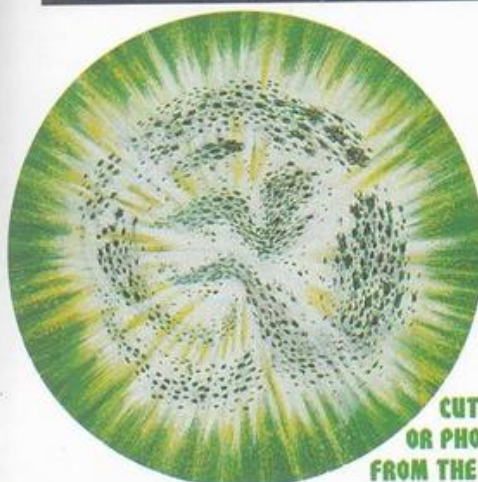
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SHORT	LONG	SHORT	LONG			MOD.	PENE.		
0-16	16-36	-	-1	Art. dice	1	-1	Various.	D3" blast	

ORKS ONLY



**CUT OUT
OR PHOTOCOPY
FROM THE OTHER SIDE**



**BUZZER
SQUIG
TEMPLATES**





WARGEAR CARD

MEKBOY'S TOOLS

5 Points

A Mekboy with a set of tools always counts as having two hand-to-hand combat weapons, and so rolls an extra dice in hand-to-hand combat. In addition, if the Mekboy starts a turn on, in or next to a damaged vehicle he may attempt to repair one damaged location. The location must be repairable; weapons that have been completely blown off, for example, or engines that have exploded may not be repaired. Roll a D6 to see if the repair is successful. On a roll of 4, 5 or 6 the location is returned to full working order. On any other roll it remains damaged.

MEKANIAKS ONLY



WARGEAR CARD

KUSTOM FORCE FIELD

20 Points

A kustom force field is an Orky device which careens wildly from providing virtual invulnerability to little more than an embarrassing crackle as shells whistle straight through it! Whenever an Ork equipped with a kustom force field is hit roll a D6 and deduct the result from the Strength of the incoming hit. On a roll of 6 the hit is automatically stopped but the Ork suffers an S3 hit instead as the field shorts out and gives him a nasty shock. If the field shorts out this card is discarded immediately.

ORKS ONLY



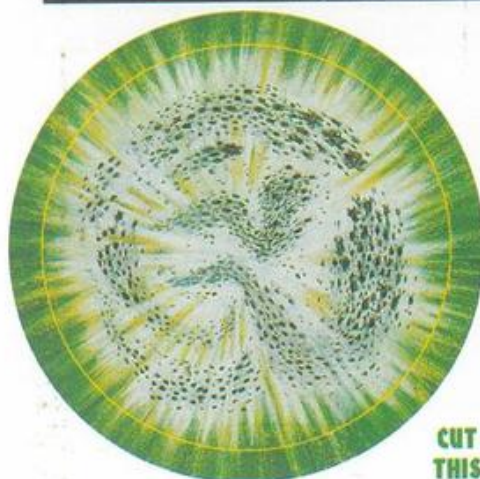
WARGEAR CARD

FORCE FIELD PROJEKTA

50 Points

The force field projekta is a unique device manufactured by Ork Mekaniaks which can be used to create a wall of energy that is impassable to any object. The force field may be turned on at the start of any Ork turn. It is represented by a 12" ruler, or by two dice or counters placed 12" apart, and must be placed completely within 18" of the operator. Once in place nothing can shoot or move through the force field under any circumstances. This includes teleporting models, psychic attacks, skimmers, and mole mortar attacks. Note that the force field stops all Ork attacks and movement as well. Vehicles that hit the force field must stop moving but do not suffer any damage. Roll a D6 for the force field at the start of each subsequent Ork turn. On a roll of 1-3 it burns out and may not be used again for the rest of the battle. On a roll of 4-6 it keeps on working and can either be left in place, turned off, or replaced anywhere within 18" of the operator.

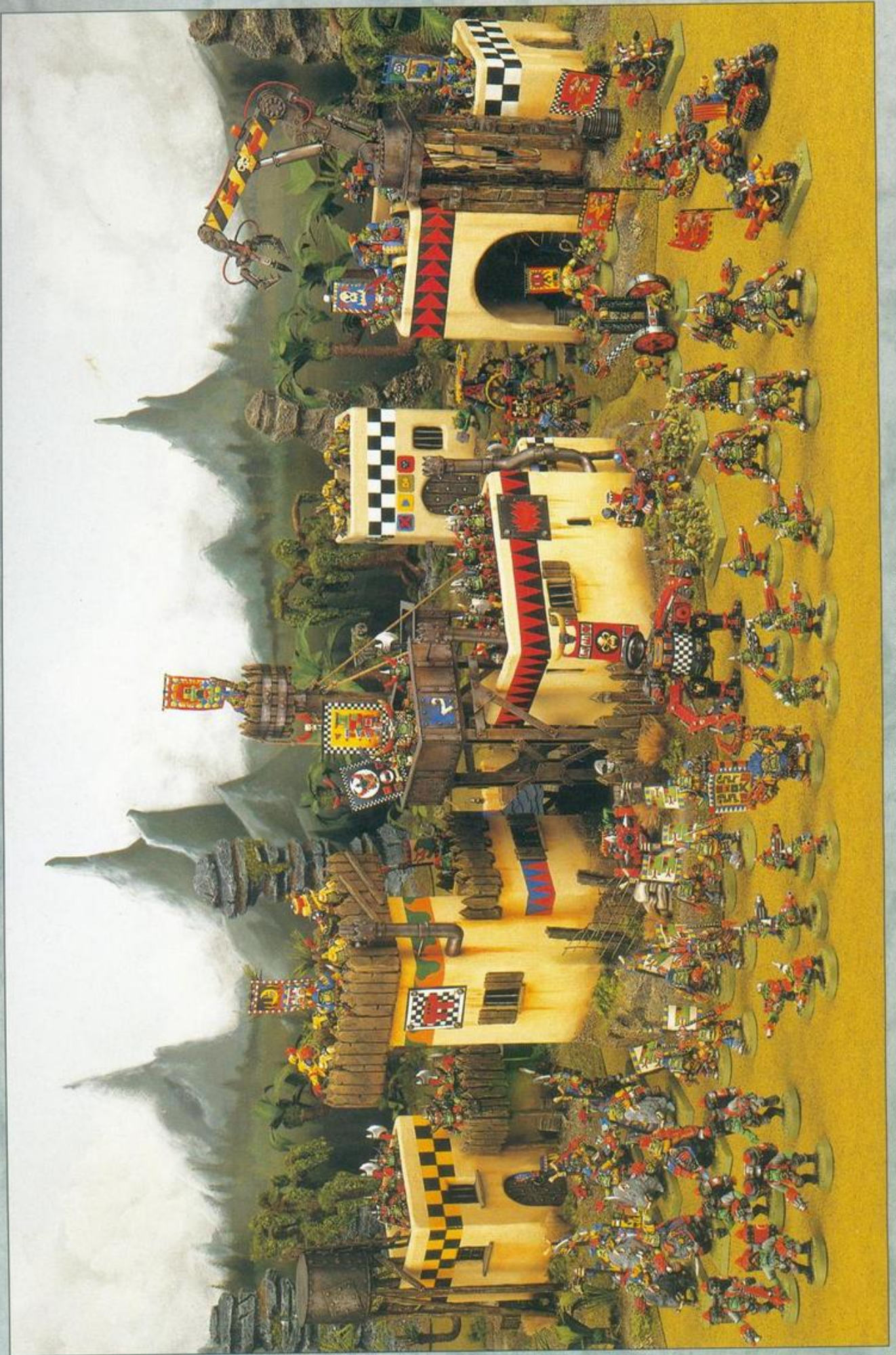
MEKANIAKS ONLY



CUT OUT
THIS SIDE



BUZZER
SQUIG
TEMPLATES



ORKS READY FOR BATTLE

CODEx ORKS™

The Orks are the most savage and warlike race in the whole galaxy. Their huge empire is divided among thousands of Warlords. The Orks live for war and are constantly striving to defeat their neighbours whether they are human, Eldar or even other Orks! Were the Orks ever to unite it is unlikely that anyone could survive against them for very long. This essential companion to the Warhammer 40,000 game describes the Orks and their armies in complete and exhaustive detail.

WAAACH DA ORKS!

A comprehensive background section describes the origins of the Ork race, and all aspects of Ork 'kultur'. The different clans and types of Ork are described along with Ork technology, the Ork gods, and the relationship between the Orks and the other green-skinned races such as Gretchin and Snotlings.

SPECIAL RULES

Game rules are provided for all the Ork warriors and war machines, including a host of new troop types, weapons and equipment such as Blood Axe Kommandos, Shokk Attack Guns, Traktor Kannons, Squig Katapults, Kustom Kombi-Weapons and Ork Mega-armour. New Wargear cards are provided for Mekaniak Tools, Sniffer Squigs, Runtherd Grabba-Sticks, Ghazghkull's Adamantium Skull and many others.

ARMY LIST

A complete army list for the Ork army includes Warlords, Nobz, Weirdboy Warpheadz, Madboyz, Stormboyz, War buggies, Dreadnoughts, and many more Ork warriors, vehicles and war machines. A selection of Ork special characters is provided, such as the Goff Warlord Ghazghkull Mag Uruk Thraka, the crazed Deathskull Painboy known as Mad Doc Grotsnik and Kaptin "Flash Git" Badrukk and his famous Freebooter pirate gang.

'EAVY METAL PAGES

Photographs and detailed descriptions of how to paint an Ork army in all its colourful and ferocious glory by the Games Workshop 'Eavy Metal team.

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